

Java - Constructors

A constructor initializes an object when it is created. It has the same name as its class and is syntactically similar to a method. However, constructors have no explicit return type.

Typically, you will use a constructor to give initial values to the instance variables defined by the class, or to perform any other start-up procedures required to create a fully formed object.

All classes have constructors, whether you define one or not, because Java automatically provides a default constructor that initializes all member variables to zero. However, once you define your own constructor, the default constructor is no longer used.

Syntax

Following is the syntax of a constructor –

```
class ClassName {  
    ClassName() {  
    }  
}
```

Java allows two types of constructors namely –

- No argument Constructors
- Parameterized Constructors

No argument Constructors

As the name specifies the no argument constructors of Java does not accept any parameters instead, using these constructors the instance variables of a method will be initialized with fixed values for all objects.

Example

```
Public class MyClass {
```

```
Int num;

MyClass() {

    num = 100;

}

}
```

You would call constructor to initialize objects as follows

```
public class ConsDemo {

    public static void main(String args[]) {

        MyClass t1 = new MyClass();

        MyClass t2 = new MyClass();

        System.out.println(t1.num + " " + t2.num);

    }

}
```

This would produce the following result

```
100 100
```

Parameterized Constructors

Most often, you will need a constructor that accepts one or more parameters. Parameters are added to a constructor in the same way that they are added to a method, just declare them inside the parentheses after the constructor's name.

Example

Here is a simple example that uses a constructor –

```
// A simple constructor.

class MyClass {

    int x;

    // Following is the constructor
```

```
MyClass(int i ) {  
    x = i;  
}  
}
```

You would call constructor to initialize objects as follows –

```
public class ConsDemo {  
    public static void main(String args[]) {  
        MyClass t1 = new MyClass( 10 );  
        MyClass t2 = new MyClass( 20 );  
        System.out.println(t1.x + " " + t2.x);  
    }  
}
```

This would produce the following result –

```
10 20
```